

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please AMEND claims 33, 35, and 37, and ADD new claims 41 and 42 in accordance with the following:

1-32. (Canceled)

33. (Currently Amended) An information storage medium for use with a reproducing apparatus providing a visual display of interactive graphics, the information storage medium comprising:

an audio-visual (AV) data stream; and
~~navigation data that is a set of navigation commands related to reproduction of the AV data; and~~

one or more a plurality of interactive graphics streams corresponding to the audio-visual data stream, which are is used to control reproduction of the audio-visual data stream, and are wherein each of the plurality of interactive graphics streams corresponds to one of a plurality of languages, and can be reproduced with the audio-visual data stream, and

wherein one interactive graphics stream among the one or more plurality of interactive graphics streams is selected by attribute information stored in a player status register in the reproducing apparatus, and the selected interactive graphics stream is reproduced together with the audio-visual data stream.

34. (Canceled)

35. (Currently Amended) An apparatus ~~to providing provide~~ a visual display of interactive graphics by ~~reproducing one interactive graphics stream among one or more using an~~ audio-visual (AV) data stream and respective one of a plurality of interactive graphics stream streams corresponding to the audio-visual data stream, from an information storage medium, the apparatus comprising:

a processor which obtains attribute information ~~in from~~ a player status register in the apparatus; and

a decoder which selects ~~reads and reproduces~~ one of the interactive graphics streams stream corresponding to the obtained attribute information from among the ~~one or more~~ plurality of interactive graphics streams from the information storage medium, and reproduces the selected interactive graphics stream together with the audio-visual data stream.

wherein the plurality of interactive graphics streams is used to control reproduction of the audio-visual data stream, and each of the plurality of interactive graphics streams corresponds to one of a plurality of languages and can be reproduced with the audio-visual data stream~~the one interactive graphics stream being used to control reproduction of audio-visual data and being reproduced with the audio-visual data.~~

36. (Canceled)

37. (Currently Amended) The apparatus of claim 35, wherein the processor executes a program object comprised of navigation commands that is related to the audio-visual data stream to enable selection of the one interactive graphics stream.

38. (Previously Presented) The apparatus of claim 35, wherein the processor loads and executes an interactive graphics stream change program included in the one interactive graphics stream that is being reproduced and reads and reproduces another interactive graphics stream selected according to new attribute information obtained by executing the interactive graphics stream change program.

39. (Previously Presented) The apparatus of claim 38, wherein the interactive graphics stream change program is a button command included in a button object.

40. (Previously Presented) The apparatus of claim 35, wherein the attribute information includes menu language information, viewer class information, sub-title language information, and audio language information.

41. (New) The information storage medium of claim 33, wherein if the interactive graphics stream selected by the attribute information does not exist in the information storage

medium, a stream number of a first interactive graphics stream is stored in the player status register in the reproducing apparatus, and the first interactive graphics stream is reproduced together with the audio-visual (AV) data stream.

42. (New) The apparatus of claim 35, wherein if the interactive graphics stream selected by the attribute information does not exist in the information storage medium, the processor stores a stream number of a first interactive graphics stream in the player status register in the apparatus, and the decoder reproduces the first interactive graphics stream together with the audio-visual (AV) data stream.